

XBOX

FUTURAMA



MATT
GROENING

VIVENDI
UNIVERSAL
games

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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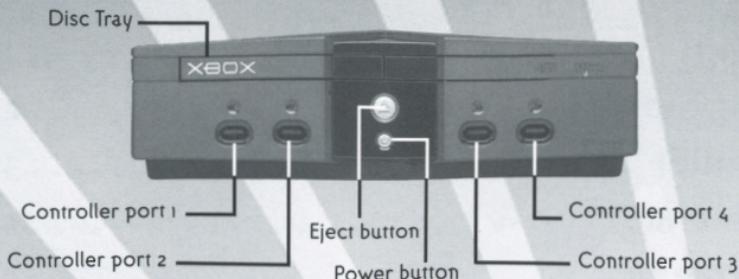
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GETTING STARTED



USING THE XBOX VIDEO GAME SYSTEM

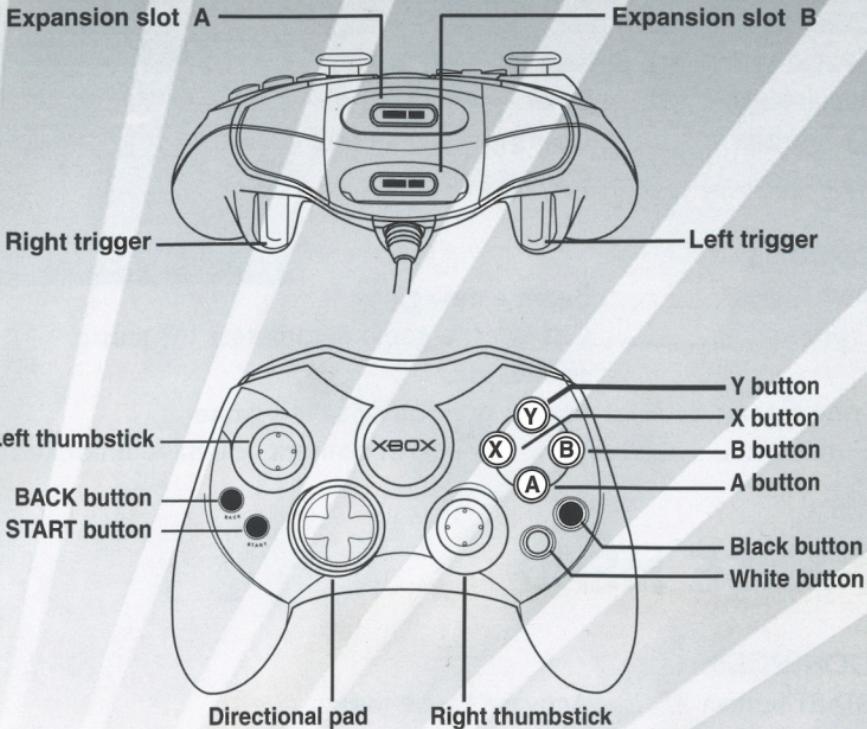
Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual. Press the power button and the status indicator light will light up. Press the eject button and the disc tray will open. Place the *Futurama* disc on the disc tray with the label facing up and close the disc tray. Follow on-screen instructions and refer to this manual for more information about playing *Futurama*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods of time when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.



CONTROLLER



1. Insert the Xbox Controller into any controller port of the Xbox console.
2. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Futurama*.

MAIN MENU

CONTROLS:

- UP/DOWN on the directional pad/left thumbstick:Select menu option
A button:Confirm menu option
B button:Cancel selection



OPTIONS:

- New Game:Begin a new game
Options:Change the game parameters for music, sound, etc.
Load Game:Load a previously saved game
Extras:View any secret content you have unlocked

PAUSE MENU

CONTROLS:

- START button:Activate Pause Menu
UP/DOWN on the directional pad/
left thumbstick:Select menu option
A button:Confirm menu option
B button:Return to game

OPTIONS:

- Resume Game:Return to the action!
Options:Change the game parameters
Load Game:Load a previously saved game
Quit Game:Return to the Main Menu

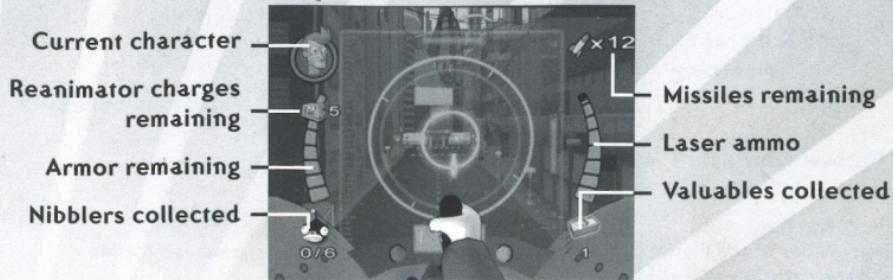


THE GAME SCREENS

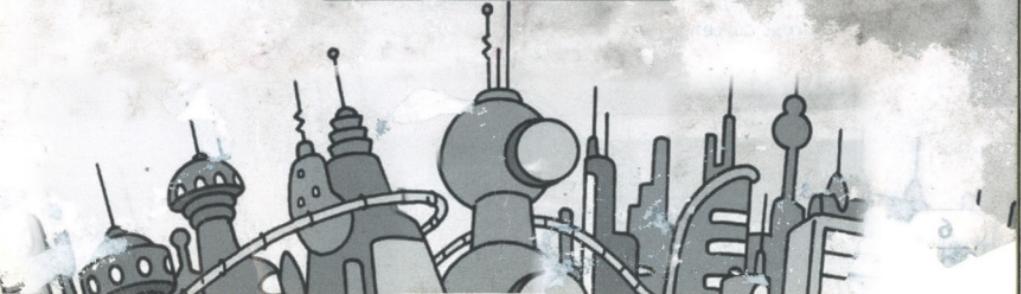
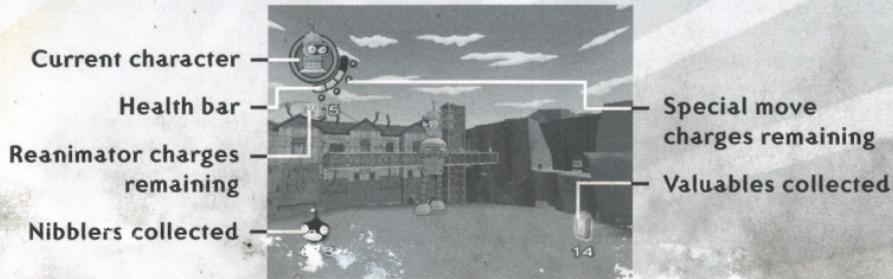
Fry



Fry (New New York)

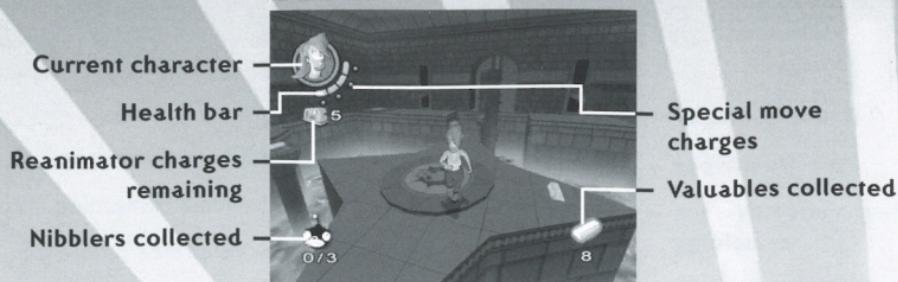


Bender

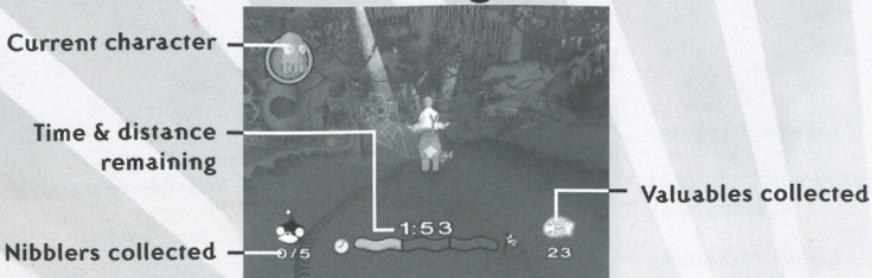


THE GAME SCREENS (CONTINUED)

Leela



Dr. Zoidberg



Current character:

The member of the Planet Express team you are currently controlling.

Health bar:

How far you are from death. Being hit by enemies, falling too far or touching dangerous substances will damage your health.

Reanimator charges:

How much charge there is left in the Reanimator. When it runs out of charges, the game is over.

Special move charges remaining (Bender and Leela only):

How many special move charges you have remaining.

Current weapon (Fry only):

What weapon Fry is currently using.

Ammo remaining (Fry only):

How many shots Fry has left for his current weapon.

Nibblers collected:

Rumor has it that if all the Nibblers hidden within the level are liberated, special content will be unlocked within the game.

Valuables:

Picking up valuables will increase your Reanimator charges.

Armor remaining (New New York only):

When armor is low, the Chicken Walker will become extremely vulnerable to enemy fire.

Laser ammo (New New York only):

If the laser is overused, then it will overheat, resulting in reduced speed and frequency of fire.

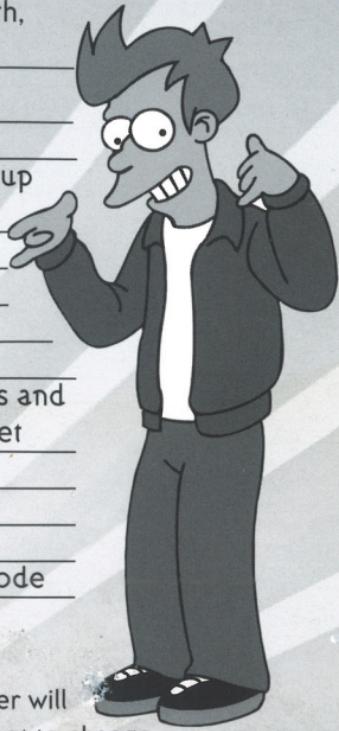
FRY

| | |
|-------------|--|
| NAME: | Philip J. Fry |
| OCCUPATION: | Intergalactic Delivery Boy; Formerly, Pizza Delivery Boy; Formerly, Boy. |
| GOALS: | Win Leela's heart, fit five pool balls in mouth, save universe. |



CONTROLS

| | |
|--------------------------|--|
| LEFT THUMBSTICK: | Walk and run |
| RIGHT THUMBSTICK: | Rotate camera/ Look up and down |
| A BUTTON: | Fire weapon |
| X BUTTON: | Charge fire |
| B BUTTON: | Jump |
| Y BUTTON: | Interact |
| RIGHT TRIGGER: | Lock on target – press and release to toggle target |
| LEFT TRIGGER: | Center camera |
| WHITE BUTTON: | Previous weapon |
| BLACK BUTTON: | Next weapon |
| RIGHT THUMBSTICK BUTTON: | Toggle first-person mode |



TIPS

When Fry has a gun, holding down the right trigger will automatically aim at the nearest enemy. If you want to change targets, tap the left trigger until you are aiming at the desired enemy. You can also jump and dodge while using this function.

To climb up onto a ledge, press the JUMP button so that Fry hangs on to the edge. Now push UP on the left thumbstick for him to climb up. If you press DOWN on the directional pad/left thumbstick while he is hanging on the ledge, he will let go.



FRY - NEW NEW YORK LEVEL

CONTROLS

LEFT THUMBSTICK: Aim Up/Down/
Left/Right

A BUTTON: Fire laser

X BUTTON: Fire rocket

START BUTTON: Pause



BENDER

| | |
|-------------|--------------|
| NAME: | Bender |
| SPECIES: | Robot |
| OCCUPATION: | Looking busy |
| NEMESIS: | Magnets |

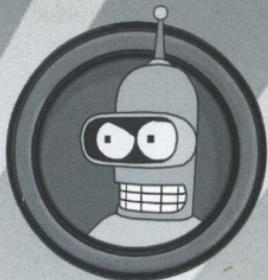
CONTROLS

| | |
|--------------------------|------------------------------------|
| LEFT THUMBSTICK: | Walk and run |
| RIGHT THUMBSTICK: | Rotate camera/ Look up and down |
| A BUTTON: | Shoulder charge |
| X BUTTON: | Spin attack |
| X + A BUTTON: | Activate special move |
| B BUTTON: | Jump |
| B BUTTON FOLLOWED BY A: | Perform Butt Slam move |
| Y BUTTON: | Interact |
| LEFT TRIGGER: | Center camera |
| RIGHT THUMBSTICK BUTTON: | Toggle first- person mode |

TIPS

Press **A** while jumping to perform the Butt Slam move. This causes great damage to any enemy you land on, and may stun nearby enemies too.

Press **A** and **X** together to perform the Super-Spin attack. This causes great damage to any enemy it touches. However, it also uses a Special Move charge (these are indicated by the blue dots next to Bender's portrait). Pick up the Special Charge items to gain more charges.



LEELA

NAME:

Turanga Leela

OCCUPATION:

Captain and Pilot of
the Planet Express
Delivery Ship

DEPTH PERCEPTION:

Poor

FAVORITE KUNG FU MOVIES:

Crouching Tiger,
Disembowelling
Parrot

CONTROLS

LEFT THUMBSTICK:

Walk and run

RIGHT THUMBSTICK:

Rotate camera/
Look up and down

A BUTTON:

Kick

X BUTTON:

Punch

X + A BUTTON:

Activate Special Move

B BUTTON:

Jump

B BUTTON FOLLOWED BY A: Perform Jumping Kick

Y BUTTON:

Interact

LEFT TRIGGER:

Center camera

RIGHT THUMBSTICK BUTTON:

Toggle first-person
mode



TIPS

By holding down the right trigger and pushing in a direction on the left thumbstick, Leela can perform rolls and flips. These allow her to dodge attacks and roll underneath dangerous obstacles.

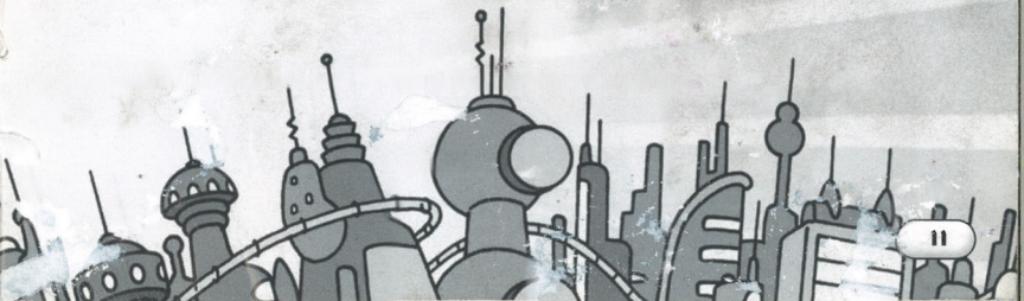
If Leela connects with multiple consecutive hits, she can perform combo attacks, which cause much greater damage to her enemies.

DR. ZOIDBERG

| | |
|-------------|----------------------------|
| NAME: | Dr. John Zoidberg |
| OCCUPATION: | Planet Express Doctor |
| LIKES: | Acceptance, Scavenging |
| DISLIKES: | Invertebrates, Love rivals |

CONTROLS

| | |
|------------------|---|
| LEFT THUMBSTICK: | Move left and right only (no forward or backward movement) |
| B BUTTON: | Jump |
| START BUTTON: | Pause |



PICK-UPS AND COLLECTIBLES

Health



Fry

Single cans of Slurm will boost Fry's health by 25%

Six packs of Slurm will boost Fry's health by 100%



Bender

Bottles of Old Fortran will boost Bender's health by 25%.

Cans of Mom's Old Fashioned Robot Oil will boost Bender's health by 100%.



Leela

Small bottles of vitamins will boost Leela's health by 25%.

Large bottles of vitamins will boost Leela's health by 100%.

Ammo

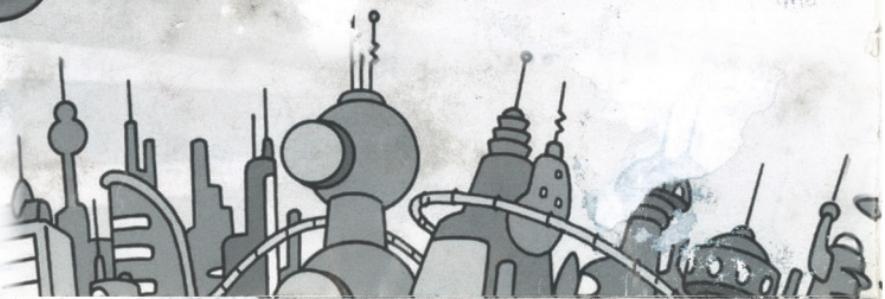


Picking up an Ammo item will give Fry 50 more rounds for his current weapon.

Charge-ups



Picking up a charge item will give Leela or Bender another use of their special move.



Valuables

Collecting 25 valuables for any character will get you another charge for the reanimator, in effect giving you an extra life.

Each character has his own valuables – they are as follows:



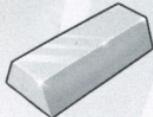
Fry

U.S. dollars



Bender

Robobium



Leela

Gold Bars

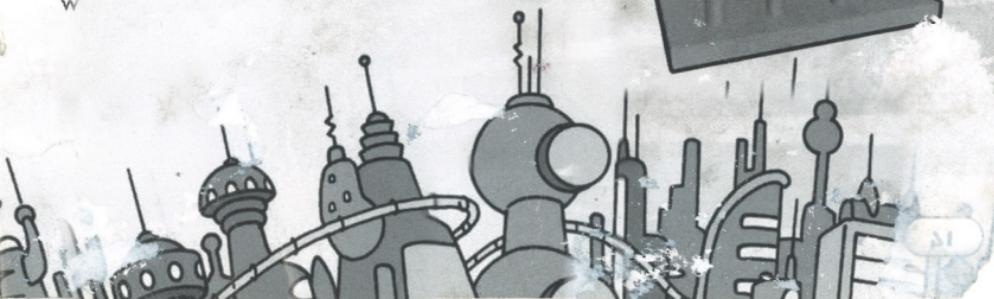
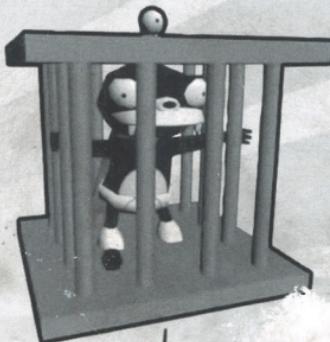


Dr. Zoidberg

Fish

Nibblers

As part of her evil plans, Mom has captured Nibblonians and imprisoned them in cages. If you free them, they will do a happy little dance and teleport away. If you free all the Nibblers on a level, you



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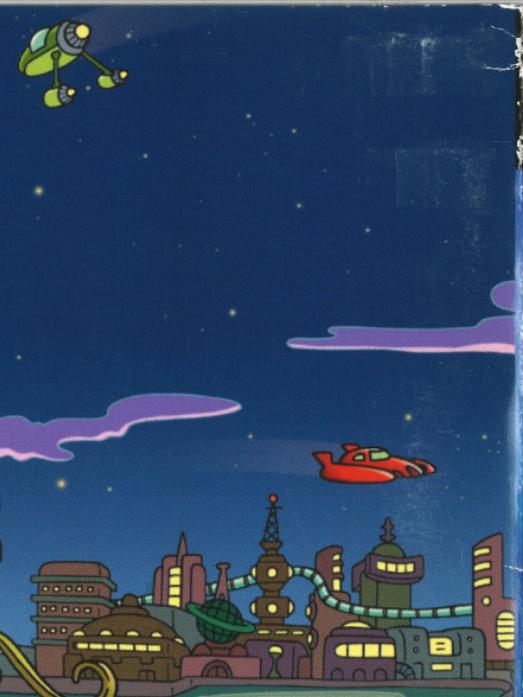
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